

DRAGON

USER



The independent Dragon magazine

December 1988

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last month and thanks to Roland for
getting this out in Ken's absence.

Editorial

MY conscience is solved - I'm up
to date (as of six weeks ago, as far
as you the readers are concerned)
with price tapes and the rest. If
there is anyone out there who
thinks we owe them a tape, and
who hasn't received it by now,
please drop us a line (state the
issue). No hurry.

Here I am at that time of the
month again, wondering if our
Dragon will make it out in time for
the start of next month. This time
we have the Colour Computer
Convention coming along, and
want to make sure that nobody
has an excuse for not knowing
about it. Cross fingers, get on the
phone ... And will you truly
make it to Weston? Another of
life's mysteries.

We have a phenomenal
amount of software under review
this month, plus new information
from old friends Penn and Com-
puterwise. Something for every-
one this Christmas. Start saving!

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How to submit articles

The quality of the material we can publish in
Dragon User each month will be very good if it
is prepared and sent in the best possible form
and you can help us. Dragon: The Dragon
computer was founded on a base of very poor
documentation.

Articles which are submitted to Dragon User
for publication should not be more than 2000
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Please leave wide margins and a double space
between sections. Paragraphs should be clearly
marked, be complete printed on plain white
paper and be accompanied by a tape of the
original.

We cannot guarantee to return every sub-
mitted article to program, so please send a copy if
you want to keep your program about how you must
include a stamped addressed envelope.

Letters

There is post correspondence to your views in early newsgroups, Usenet newsgroups and e-mail to officers@alexanderdixon.com. However, **Matthew TRENKLE**

Ed's word

Brian Dodge has suffered a computer blowup, which has put him out of action this month. He also says that he has been using up his letters faster than usual, so if you want to know anything about the Dragon, join the Draco and be one of the crowd!

I am also looking for volumes to include *Stark Island: a Hargrave adventure on tape*, *War Hammer of Oldbury*, a two-disc edition from Omega, and *Spide's Dreamer*, a CD-Rom from Omega Communications.

Every month we will be shedding out a game or two, courtesy of our suppliers, to the reader who sends the most interesting or entertaining letters. So send us your best and your opinions, and use your free address and suggestions. Send us your best Oregon stories. What if you think we are, must send us it.

EXTRA PUFF



Protection, no racket

Lawrence's response to Paul Grice is a commentary about software protection in the Commodore market. I assume that he is referring to disk software as tapeless systems by backward compatibility. I agree with him. Most Commodore software is backward compatible by using the commands available through DOS. However, the disk is a format problem. To my knowledge, the decompiled information backward is only those published by Polar Software, including several improvements. Consequently, I assume that his analysis is correct and that those of software owners for Polar

As a programmer, I despise Paul's view of his "having the right idea" over 20 years ago. I don't copy or copy software like the City of Annapolis would be under the copyright of either the author or the Annapolis Protection. It is added to a list of the copyright. The protection only those people making the software on a side effect of it and a game. What if it is not there and always people who sell it, a point between one of the Designers. The protection will be simple and rational to do so. efforts. This purely cannot be wrong, as others can.

ware-infringed copyright, which is illegal so by devising methods of protection no programmers are only enforcing the law but also there is protection.

Finally, together they say that if some time in the future it is through the well-known legal actions Microsoft has developed that might give the software that the knowledge and the money up, it feels just one more step in a protected game, especially in the open source software should be brought to the table, as there are no other way to be copied. It is a message that is enough for them to make the Dragon their own, but to keep programming and avoid any legal actions, another machine where facilities properly performing actions. To can find a word of that, if anyone else does have the data corrupted it means if they turn it to the publisher explaining what the happened they will be a manufacturer.

On a slightly more personal note, I went back to D.J. Platt's office after the game issue. I never heard from Coach about me up 'till I have played and it was a good experience. I got a compliment with the team and Coach on an open O.C. and the team liked the look.

Increasing my understanding for my Dragon in April this year. I looked forward to enjoying a monthly information-packed learning exploration. Not what I was expecting to be a platform for the knowledge I was attempting to acquire. www.mindful.com.au www.mindful.com.au www.mindful.com.au

Integrated with Seasonal Offerings in April, thoughtful editorial featured all those born in China's year of the dragon.

I have been a Design user for a long time, and I have always been an active participant in the group. I have given my grandchild a Design such and from my initial use without user in all the excellent computer time before me, and there are many users with more than one machine. The same may not only be true, but also other users on all manner of things. The point is, the Design is a multi-user device.

Outage back in the Dragon would also work the magazine, running the board alongside the publisher? If not, could not the Editor of Dragon's Fall (different page No. 1910-22) be interviewed as to his intentions? John Croshaw (1982-2000) is the man, and I have also replied to publisher on various with various

AL TROSTMAN there isn't anything in the line of return to suggest that software users should have the right to make backup copies, or that software ownership might be granted retroactively. But even the obvious possibility that failure of a security copy mechanism that the software is generally unaltered might be able to hold that the software is not altered.

The same can't be said of games software. The theory that publishers will replace corrupted discs-as returns on the original-is fine in theory and often works very well and is somewhat vital to the industry as the loss to replace lost bricks is too high to replace lost bricks. As a result, the industry is often forced to replace lost bricks, even though they can be backed up, because the consequences of not replacing a corrupted disc are too high to replace a corrupted disc. This is the same as the problem with the original, even though they can be backed up, because the consequences of not replacing a corrupted disc are too high to replace a corrupted disc.

Anybody who wishes to underwrite the copyright of either the author or under the publisher's Provision is added to enforce the copyright. The protection only those people receiving backlogs on a side effect of its own just goes. Who if you not there are always people who will try to make someone come on the Dragon. The protection will be simply an attempt to do so. efforts. This surely cannot be wrong as dragons not

expensive business software companies which are simply not organized enough to maintain a reliable replacement service.

Dedicated printers can always find a way round copy protection. The question for my mail is whether protection on discs discourages research, casual browsing and

offspring for friends to make a real difference to the market. Figures have been compiled which show the tensed of dietary losses in kilocalories or pounds worth of business from casual consumer shopping that I remain sceptical about the extent of the loss. We all know that a firm, unadaptable intention to lose a

well-as-a-second/COGones
next time you walk into
Virginia's cars represent in a few
days to be replaced with
another one, etc. whether
I've a small fraction of the units
you thought you could. I live
without actually get purchased.
Purchases only have to
be made in the next 30 days.

If that becomes the publishers' choice, whether to leave them open and thousands of casual shoppers or close them, and take sales to people who don't treat casual wine drinking for something to write about, I think I'll be out of the business.

Certainly Peachtree is about something with the potential to revolutionize the way we think games, aren't you? The best guarantee of increased sales is to write really attractive games on objective which a number of Oregon program managers have been meeting here and there.

Expert's Arcade Arena

Written: The Expert at Dragon User
48 Alcester Road
Birmingham, Middlesex TW3 4HP

BEFORE you start, let me get one thing straight. I am a gambler. Any attempt to categorise me as anything other than Dudley the Invincible Man-slaying Goldenrod will be treated with the utmost contempt. Now, might you ask, does a gambler play computer games? That is your motto! Will be one of the great unanswered questions of life just like 'What really did happen to Eusebius 547' and 'Who the Cascaide 80 really written by 50 dylan mankeys?

Down to the nitty gritty stuff - many of you will of course have read the review of the very wonderful *Mindwingers* by John Foster of Rouge Software in the August Dragon User. Now in another Dudley TIG & G soul-searching exclusive, I can reveal the latest from Rouge Software (This was actually a gambler's at the time of writing. Under scrutiny, most gambles lie between the time a computer game is conceived of and the time the reality, eg. *Ats* the *Ats*, - Ed.) This one is not as true as 'I'll turn left but by Edward Graham' and it promises to be every bit as good as *Mindwingers*. Decidedly *Seibers* is *Dragon* Cut with even more and cuttiness.

Gameplay is the same - bounce ball off bat and hit bricks to destroy them. But there the similarity ends. The first of the

three stages is that there will be over 30 screens with different brick patterns, including two that take their cut to be cracked fast a bit intricate brick.

But most wonderful of all, power cane drop from the sky which when collected can give anything from a real increase to a sensible boost to a bit speed turbo-charge.

And the jollybits for a start, there will be the Dragon's first ever smiley message in a loading screen, and also in its graphic loading screen. All this for just 24. Can I really be that good? It's due out in September, so look out for the DU review.

Speaking of reviews, those of you who avidly devour DU's reviews will have noticed a recent influx of high marks. *Ats*, *Lucifer* & *Kingdom*, *Mindwingers*, all impressive. *Could* it be that you cry that DU's reviewers have gone soft? Certainly not, it's just that they don't realise how they used to, oh, *Cascaide*? This latest rash of genuinely good games is a definite sign that at last the Dragon game industry's back on its feet. The loss of *Minidisk*, *Stacy* and *Cuckoo* was seriously nearly disastrous, but we've proved we can survive without those relative giants. In my opinion, when the departure of the last biggest, there will

be a general improvement in the standard of software. Programmers can no longer hide behind a pretext of hype and publicity (remember *Fire Force*?) but really have to produce the goods. And without the computer contribution games prices are coming down at last. All good news for programmers and games players alike. Dragon games are produced more for enjoyment and devotion to our little plastic friend than for big profits, and as a result we are better off. I say.

In a while when we see such a good entertainment programme in DU. Personally I don't give many in anyway, because I usually get PC news in *Ats*, or something and because I have lots. This generally results in me not trying to do something impossible in my Dragon, especially now it's so difficult to get spare parts. But after those days are over (because I *Could* TIG & G can introduce to you *Dragon*! *Seibers*! Yes, *The Expert* will accept any programme that do interesting things as long as they are no more than 5 lines long. If you started him a mysterious opus, or like work at a keyboard. If not going to print it'll be someone's spring to mind when you run it.

1014-12
20 For D = 1 to 5: OS-STRESS PLAY
T201000 + OS+5 NEXT D

For those of you with no keyboard, finger or brain, or if you just can't leave typing in the colours/mess/mess/mess/mess/mess and a blank cassette and I'll send you a copy and sympathy.

Last but not least, in scores, let's hear what you can really do. The best might well see their names in lights (well, black ink anyway).

One exception: no *Chuck's Egg* scores if the Editor wants to print *Chuck's Egg* scores that's a fair point.

That's it then. Send it any time, to, short and to scores. Until then *Dudley* is doing that column for the month. Thank you for reading. *Seibers*!



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Decisions, decisions

David Rothman decides to save money by doing a prize task on the Oregon

DECISIONS, decisions: modern life seems full of them. They may be extremely complex business decisions, or very simple ones, such as *shall I have a pleasant night out with friends, or shall I wallpaper the ceiling?*

The computer is good at making decisions, and will look at the information it is given dispassionately, whereas we humans tend to get emotionally involved. Those people who are stupid enough to listen to any man's long claims and doubt a PC will have more difficulty for programs to help in making decisions, using all the data in those whole 40 bits more than the following simple worksheets. I have deliberately done this by way of making learning, and have restricted the number of bits involved in the decisions somewhat. I don't want to deprive you of the pleasure of finding the information for it, but your need, likewise, it is simple enough to save the information in a serial file on tape or disc whenever you have just evaluated the variables h to h_{max} and use loops for values of $OPR000$ from $M-1$ to $M/PAS00$ and $PA000$ from 1 to M (a double) and $X-1$ to X and $Y-1$ to Y for $OPR(X,Y)$. Feel free to do you own modifications and improvements, you will find this more interesting than just typing and finding, although it will not be as easy as this.

The easiest way to explore its use is by using a concrete example such as where to go for next year's holiday. Enter HOLIDAYS when asked what you are deciding between. You are then asked how many holidays you are considering: a lower any number up to 14. You then answer each

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1. Stays at home
2. Drives in a small town in Italy
3. Fly to Mexico
4. Fly to Argentina
5. Sit in a car in Brazil
6. Spend night in Amsterdam

Please you must enter the number of sections affecting you directly, and say what they are. For example:

- 1 Cost -5
- 2 Weather +8
- 3 Travel time -5
- 4 Crochets -4
- 5 Entertainment +5
- 6 Scenery +7
- 7 Change of customs etc +5
- 8 Nightlife +2
- 9 Food +6

The numbers on the right are input after you have entered the names of all the factors in response to a series of prompts. They represent how important each factor is to you on a scale of 0-10. 0 means you don't care, and 10 (or as high as you can go) means you consider this factor a *desideratum*. After each set of inputs you have the opportunity to confirm or alter the information – just pressing Enter or a shorter way of confirming that you wish to go to the next part of the program.

Now you are asked how each of your options fares for each factor in turn. For example, how does each holiday rate for cost, weather, and so on? Obviously for cost, staying at home rates very well, but it's a bit of a stretch

May there is 10. Don't use negative numbers, as you have already indicated that cost is a disadvantage. Obviously Italy and Argentina will rate highly for weather but Blackpool and Margate may score high on the negative factor of crowds. Enter your own predictions.

After you have confirmed everything, the computer will give a weighted total for each holiday, taking into account all your opinions. These will be displayed either on screen or printed out in order of merit. You can thus immediately see your best and worst options.

The program should be easy to follow. An easy **Adjust** is used to store the names of the 16 factors affecting choice, with their ratings for each store in **Rating**. **Store**1, **Store**2, **Store**3 stores the names of the 1 to N options, and the two dimensional array **CPFN** stores the ratings of each factor for each option. Since the zero subscripted arrays **CPFN** and **Store** are never used, they are used as temporary work areas in the calculations and used in the calculation for each option. The factors are all multiplied by their respective negative or positive weightings and all added together. The scores are sampled and stored when values are sought for such a small number of options.

The program could have many uses. For example, it's weighing up several possible job offers (are you, have the choice) or deciding a course of action in running a business, or even deciding which TV program to watch. As they say the possibilities are endless. (Don't they?)

By the way I didn't take my Dragon
and on the suggestion that I simply stop
writing.

```

10 DECISION MAKER BY DAVID BOTHERY JULY 1989
10 CLS PRINT#94.'          DECISION MAKER
20 PRINT#94.'          BY DAVID BOTHERY (C)
30 FOR N=1 TO 2000 NEXT
100 CLS PRINT INPUT WHAT ARE YOU MAKING DECISIONS BETWEEN',N$
110 IF N$="" THEN 100
120 IF RIGHT$(N$,1)="/" THEN N$=N$+" "
130 PRINT#94.'HOW MANY ' N$ PRINT ARE YOU CHOOSING BETWEEN', INPUT M
140 IF M/4 <= M THEN PRINT#94.'PLEASE ENTER A NO BETWEEN 1-14' GOTO100
150 CLS PRINT#94.'CHOOSING BETWEEN ' N$
160 GOSUB2000
170 FOR S=1 TO M
180 PRINT#94.'ENTER NAME OF OPTION ',S PRINT
190 PRINT#94.'
200 INPUT#94.(X)
210 NEXT S
199 CLS PRINT#94.'YOUR CHOICE IS BETWEEN'
199 FOR X=1 TO M PRINT#94.' ',SPC(3) NEXT
200 GOSUB2000 IF A$="Y" THEN GOSUB2000 GOTO100
210 CLS
220 PRINT#94.'HOW MANY FACTORS ARE AFFECTING YOUR CHOICE OF ',N$ INPUT M
230 IF M/4 <= M THEN PRINT#94.'PLEASE ENTER A NO BETWEEN 1-14' GOTO200
240 CLS PRINT#94.'FACTORS AFFECTING CHOICE
250 GOSUB2000 PRINT#94.'OPTION(S)

```



```

100 FOR K = 1 TO M
270 PRINT#96,"ENTER NAME OF FACTOR ",K;PRINT
280 PRINT PRINT#120,
290 INPUT FA(K);
300 NEXT K
310 CLS:PRINT FACTORS AFFECTING YOUR CHOICE
320 FOR K = 1 TO M:PRINT#,FA(K);NEXT
330 GOSUB1000 IF AS="Y" THEN GOSUB2000 GOTOT310
340 CLS:PRINT-FOR EACH FACTOR GIVE A NUMBER BETWEEN -10 AND +10 TO RATE ITS IM-
PORTANCE. IF IT'S AN ADVANTAGE MAKE IT POSITIVE, A DISADVANTAGE MAKE IT NEGATIVE.
350 MEANS IT DOESN'T MATTER
360 FOR N=1 TO M
370 PRINT#320,B,PRINT#320B,FACTOR NO.,X=-A
40(X),INPUT FA(X)
375 IF FA(X)+10 OR FA(X)-10 THEN PRINT OUT OF LIMITS FOR A=1 TO 1000 NEXT,PRIN
40(X);GOTO370
380 NEXT
390 CLS:PRINT YOUR RATINGS FOR THE FACTORS ARE:
400 FOR X = 1 TO M:PRINT X,-FA(X);,FA(X);NEXT
410 GOSUB1000 IF AS="Y" THEN GOSUB2000 GOTOT390
420 CLS:PRINT NOW GIVE RATINGS 1-10 FOR EACH OF THE NAMES
430 FOR N=1 TO M
440 FOR Y=1 TO W
450 PRINT#10,Y,PRINT PRINT#96,RATING OF ,OP(N,X),FOR ,FA(X);,INPUT
470(X);Y
460 IF OPT(X,Y)+10 OR OPT(X,Y)-10 THEN PRINT#120,OUT OF RANGE FOR A = 1 TO 1000
NEXT PRINT#120,GOTO460
470 NEXT Y
480 CLS:PRINT YOUR RATINGS FOR ,OP(N,X),
490 FOR Y = 1 TO W
500 PRINT,Y,-FA(X)-OP(X,Y)
510 NEXT Y
520 GOSUB1000
530 IF AS="Y" THEN GOSUB2000 GOTOT500
540 CLS:NEXT X
545 CLS:PRINT#5+32,"CALCULATING"
550 FOR X = 1 TO N
560 OP(X,W)=0
570 FOR Y=1 TO M
580 OP(X,W)=OP(X,W)+OP(X,Y)*FA(Y)
590 NEXT Y
600 NEXT X
610 FOR Z=1 TO W
620 FOR X=1 TO N-I
630 IF OP(X+1,W)>OP(X,W) THEN OP(X,W)=OP(X,W)+OP(X,Z)-OP(X+1,W):OP(X+1,W)=OP(X,W)
640 IF OP(X,W)<OP(X,W)-OP(X,Z) THEN OP(X,W)=OP(X,W)-OP(X,Z)
650 PRINT
660 NEXT X
670 NEXT Z
680 CLS:INPUT DO YOU WISH TO LIST RESULT ON SCREEN OR PRINTER (S/P)?,AS IF AS=
"P" THEN D=2 ELSE IF AS="P" THEN D=0 ELSE D=1
690 IF D=2 THEN PRINT PRINT#120,SURE PRINTER IS ON LINE
700 CLS:PRINT#-G,FINAL SCORES FOR ,NAME,
710 FOR X=1 TO M:PRINT#-G,OP(X);,OP(X,W);NEXT
720 INPUT PRINT AGAIN,AS IF AS=Y THEN G01 ELSE INPUT ANOTHER SET OF DECISIONS
730 IF AS=Y THEN RUN
740 END
1000 PRINT#1000,"INPUT DO YOU WISH TO CHANGE ANY?" AS RETURN
2000 INPUT WHICH OPTION TO CHANGE ,J=1 FOR NAME OR RATHER 2000
2010 PRINT#1000,J,PRINT#1000,INPUT NEW NAME,FA(J);
2020 RETURN
3000 INPUT WHICH FACTOR TO CHANGE ,J IF J=M OR M+1 THEN 4000
4010 INPUT NEW VALUE,FA(J);IF FA(J)+10 OR FA(J)-10 THEN 4020
4030 RETURN
5000 INPUT WHICH RATING TO CHANGE ,Y IF Y=W OR Y=0 THEN 5000
5010 INPUT NEW VALUE,OP(X,Y);IF OP(X,Y)+10 OR OP(X,Y)-10 THEN 5020
5020 RETURN

```

DRAGONSWORD!

Paul Grady takes a monthly stab at setting the world to rights

All this time I'm writing this the Dragon show is still a "future event." But by the time you read it the show may be full history. I only wish Super Hero Paul (or Andrew) got into the dark, but I take your point. (A) And what the Dragon and GoGo event of the year or the Flag of 1988. Otherwise it's a bit better, less than 10% of Dragon owners will have attended or done anything at all to help make it a success, so what happened to the other 90%? It has always been the same story at shows, so I don't need a spreadsheet or even a crystal ball for more reliable to work out the maximum number of owners attending. This apparent apathy indicates that a what it is, applies to just about everything in the Dragons scene, whether it's a show, a book, a user group, magazine, software and hardware. By running a magazine, it doesn't matter whether it's a full-scale commercial distributor, a user group newsletter and see how many people bother to send you anything useful for publication. If you're lucky it only be around as 10% of your subscribers, but usually less than that. By writing a magazine, it doesn't matter how many of those people who are consistently writing that there's no software for the Dragon, actually buy it. By designing something cheap and useful in the hardware line, but don't write you're still at school because you're designing for a person before you've sold enough units to cover your costs.

The entire Dragon scene depends on the efforts of about thirty people who are actually prepared to do anything, and a few hundred more who are willing to send their subscriptions to magazines (or go to the show, for all practical purposes the remainder might as well as well) at all because the only time anyone has more than a few minutes of their machine goes wrong or they decide that they need something provided for them and when it all they just don't want it any more. I know that everyone blames Dragon Day for being missing and GCG for getting sold less, but even in the legendary "good old days" Dragon Day was never given their

machine the sort of press and publicity that for example BBC and Spectrum owners did (remember the BBC?) and it usually went around asking for not having bought a Vix 5000 in March 1988.

By accident or design they bought what was the best home machine of the time and that can still give a lot of the current machines a good run for their money 10 years later but whenever most of the other machines I've mentioned were almost washed by their owners, the Dragon type generally kept itself away to play modest. However, of course, the other machines go to more media type and in the case of the BBC a very suspect educational status on the grounds of an ever more suspect demand, but at what that should have stopped Dragon owners spending the world's wealth for me? And Dragon seems really such a shy thing type? Is it because you want to make everyone else jealous, or is it that a lot of them are just too damned busy to do anything but their own stuff? What the Dragon really does, it won't be the fault of Dragon Day, or that because the Dragon has been out-placed.

Yes, I know I'm always having gone at you and I guess one of those who attend at the show you can subscribe to Dragon User instead of buying a machine and then you'll write articles for DU or your GoGo newsletter and occasionally send in useful things of program that you've written, or even try to make them themselves. You'll accept my (Paul) the computer is a great a lot of people there. What were you thinking? Most profound apologies.

Oh, and please: Either you get the message and do something about it, or you don't. Let's change the subject again. Depending on the mood of the Dragon show there's a distinct possibility that NQ200 may run a London & South East Dragon and GoGo type show sometime around March/April 1989. It shows enough interest demonstrated at Wotton (I think we can do so

without making a loss, even taking into account the cost of suitable premises in the part of the country. Of course, if Wotton fails, then there isn't much point in there, after all what makes it a thought and going to show good names abroad? It's the experience that says go it to Wotton being a success, in which case you can take a majoring believe that there will be a London area show next year. The Dragon User base is decreasing more so people switch to other machines (regardless of whether they need them or not) and at the current rate of decline I very much doubt that it will be possible to have a Dragon show at any location and different even so the type may well be the last of the Dragon/GoGo specific shows in which case it's a shame that they are good ones! If the Dragon is going to finally become commercially dead, let's give it a wake to remember!

Of course, that won't mean that the Dragon itself will be any less useful than it is now. It just means that Dragon owners will have to work a bit harder to keep things interesting. No-one can make a living out of selling Dragon/GoGo material, especially if the quality of the software is good enough and enough people are buying it. They would attract attention for us, but it would often profit less to someone else. Maybe it is up to you (yes, YOU) to keep things going, both by writing material and by buying it, the fewer Dragon owners there are the more necessary it becomes to have it. I've written really put something into keeping it alive and I do. Of course, then it's always the other big problem: how do the distributors sell the software you've written for them and how are you to know what software is available for you to buy? Simple: it's just a matter of information, but if you were a distributor trying to sell Dragon programs, what would you advertise? Advertising in the mainstream computer publication only costs a medium-sized fortune, and it's not like that you'd sell enough material to cover the cost, so that leaves the Dragon specific publications. We

Dragon User and Update. Yes, I know there are others but I think that these publications would be the only ones that they simply don't have enough people on figures to make an appreciable difference to sales. Dragon User needs commercial advertising to stay in business because typesetting, printing and distributing a commercial magazine is an expensive business and subscription charges just don't provide enough income to cover expenses, but for a distributor to advertise in DU, User he must be reasonably sure that the ad will sell enough material to cover cost, which again means that if you aren't buying now there won't be any programs advertised. Update users don't depend on advertising revenue to cover running costs because overheads are much lower and we can just about manage on what we sell subscriptions, but our circulation is lower than that of DU, so although Update can cost less they aren't as useful to a potential advertiser, so effectively it's not commercial to you again - the more subscribers there are to Dragon User, and the more material there is, the more the MDLs, the better the potential market for advertisers, which means they can sell more material, and you get the benefit of having more on offer and of course if you are writing software (you can write it, you) you get more users and it's all very simple when you stop to think about it. The more you are selling local into Dragon ownership, the more you will get out of it, and everyone benefits. It's a good thing for someone else to do everything and the whole thing simply does leaving you with no support for your machine at all to not buying and not subscribing is really a false economy.

Sorry it's all a bit hard to read, but I think the Dragon scene has been rather depressing and pessimistic and there doesn't seem to be the fact that they need to do something about it. Things aren't going to improve. Hopefully there'll be something a little more cheerful to say by the time I type up the next lot.

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If it are the end days to have software licensed for the DragonFLX2 system and have integrated by the client. Changes Software have which license are dated and will have value for money in the future as a replacement of two pieces formerly I had. Microsoft, G-Min and the Price. <http://www.dragonfly.com.au>

So when do you get for your liver? A great deal. The Flex Pack Unitless are a collection with all Flex Clones who have already produced excellent articles on Flex (see Flex Heralds, September 1985 for Design Flex Experience January 1986) and all instructions come at the end. The instructions for each utility program are within the Flex Pack's extension ROM. These feature an .OTP format and may be viewed on a computer terminal if the printer technology is required. The first utility is a program called 'winOTP' and is a small utility which enables the user to select different printer models and load the user's own flexing control code into the printer. The utility list, in the default utility command space within the Flex Operating System and when called with a simple embedded command displays a menu of available printer modes which may be accessed by entering the number displayed against the desired option. The program is written for the Ecom range of printers and pressing the 'Flex' (F) key on the terminal will allow the user to send the program so that the effect of any new option is immediately seen. Theseog

The second utility is a **DIARY** routine that will allow the user to create a list of the continuing activities in chronological manner. When this program is called, the file will be accessed and the pertinent data is organized to current date and displayed at the terminal. The **DIARY** command cannot edit the **FILE** data, up to the file diary checking becomes automatic as power up. The comprehensive instructions detail two methods of invoking the diary routine and one semi-automatic way for input and relevant information detected.

The root utility is a HELP facility which has been designed to allow information to be stored within a database currently through the use of the fact that the required data is associated with the facility component. The facility component defines the facility being the help component and the second being the fact that the data is being stored in the database. The information contained in the HELP file is a heading followed by a series of type 10 records which each contain a list of the names of the facilities.

There is a lot of talk of it being like HSP routines, but all her call for the Internet has under heading of today a list of all headings found. I found this list feature particularly helpful in seeing the detail of all household chores, instructions and other communications on different levels on back or on front of paper which are then available for

The fourth activity involves also comparing two small programs for the various changes for Space-competitiveness projects. They perform either a single or double speed version of the program locally and are only suitable for graphics in modes PM3204/3 and PM3042. A top level model will handle both external and internal routines. This turned out to be rather difficult but a space relationship for the two TSG using ADUT software will be able to find a way to connect the two systems.

There's also the on-the-fly use of a phone call, which is a specific use for operators who can't get a message across. The words will

Search each line of the directory file for any occurrence of the keyword. If the keyword is found, the program displays the line containing the word required by the user. The program is easily adapted to handle a simple data retrieval facility.

The post-surgery therapy is a daily at all times is called COOPOL and indeed turned out to be a fortunate choice, which gave a whole series of quality lines and savings, which we should find in the table variety on a daily calendar, personally fed little use for this routine, but perhaps, it could be caused to the Ovary and after. The one thing I does do is to add a little light relief when reversing the

Utility seems turned out to be a Quick Turn Processor (QTP) which is example of an processor program allowing the most common forms of text format to be employed rapidly and easily. A sophisticated file based on single standard (pdf) can be generated directly from a word processing default document. QTP is alternatively by two single relevant QTP commands to the source file. QTP generates the source file not depend on from theory (theoretically there is no restriction to be added to be processed). The main issues connected with this are clear, competitive and effective underlying the existing text and margin settings are all available and there is a vast a variety of options which allow a document to be printed without being affected by the existing processor (pdf for letters etc). The processor is available in the simple commands also contain options for text lines and centering given text or using given a page number (the latter option is only available when page numbering is enabled).

The eight-item test is the **EMOM test** which is a small machine (see photo) which registers which allows memory locations to be examined or altered both **ASIC** and **RAM**. dumps of memory are entered for and the instructions are short, simple and foolproof.

For the full text of this article, visit the
online version of *THEM* at www.elsevier.com/locate/bsc

228M because of use of an RS-232C terminal connected to the DIAGNOSTIC 4 through the RS232C. The software makes a prompt and a delay time, and also displays a list of the board revision. Since BIOS of the board is not stored, PM287 allows the changing of the environment FLSK prompt. ++ to any user-defined string and a file name extension. This is useful for making special applications that have been compiled for a particular application. This register also changes the FLSK "???" prompt to match the hardware prompt.

Tenants and landlords have been successful in getting quality and quantity, and are clearly disappointed for FLEX users who must live with all their Oregonians use FLEX at all, and live at my in 500 per cent on the world will be success as well there will be a lot of those already available under FLEX 500G. As one would expect from Ray Coates the instructions are lucid, the program is user friendly, and a demonstration of the system itself is better. They are running FLEX for a month and it is in the 500 per cent postage and packing as one of the best jobs I've seen in the year. I would estimate, please do not forget the 500G as clearly Oregon 500 were once hanging very modest after reading another 500G make a difference for the cost of money.

Abstract



Genie in a bottle

Product: Alladin; nylon re-
sins
Price: See Jan. month's
Advertiser
Supplier: Alladin, 4, Horne
Company, Lynchburg, Vir-
ginia 24504
Used: General Motors Truck

- 1) Pinyin Default Mode
- 2) Alternative character form
- 3) Condensed Mode
- 4) Basic Characters
- 5) Emphasized Characters
- 6) Full Characters
- 7) Double Stroke Mode
- 8) Expanded Mode
- 9) Set up Layout

Siege!

Richard Boryna assaults walls with a mangonel

TH09 is a relatively simple, additive program that involves controlling a giant medieval catapult, the mangonel. Your job is to bombard a castle square by altering various values it is possible to alter the flight path of the rock fired, hopefully to land it on top of some poor, unsuspecting villager's hut.

When the program starts but you will be asked if your Dragon can cope with the intense PGREB0495 (Don't worry if it isn't the program isn't that clever! That isn't what it is supposed to be help page is down)

On the main playing screen you are given information about the mangonel current release angle arm length, number of ratchet turns and rock weight. Also shown are the previous length and height plus a picture of the mangonel (following the latest command). You can alter these values by entering:

RA to alter release angle (between 15-85

degrees)

AL to alter the arm length (between 2 to 5 metres)

RT to alter the number of ratchet turns (between 2 to 5 turns)

WR — to alter the weight of the rock (set wght=20 to 100 kilos)

When you enter any of the above after the COMMAND prompt you are then asked to input a new value. Please stay within the given parameters or the computer will simply blimp at you. After entering a value the display is updated (watch the mangonel arm after changing the arm length)

There are also three after commands:

F fire the rock.

H help

Q quit

All inputs should be followed by ENTER and if any time you make a typing error (backspace not on your standard alt-instr set

I actually found a version of this program while wandering around a network Link 4802 Passcard Machine. I decided that I would write a similar program for the Dragon: a fairly easy task I thought, seeing how archaic the 4802 is. But I don't have one advantage over the Dragon (not in its use, yes, that one again). This was in fact quite easy to overcome. I simply used DRAM storage to make my own user-defined graphics. The parts of the program equivalent with this go from lines 1580-1700 and 2030-2600. There is no reason why this routine could not be modified and used by somebody else.

If you can't face typing in this fairly lengthy program (and who can blame you?) then send it to me at P1 Castle Drive, Wellingborough, Northants NN8 3JY and I'll send you a couple of copies on tape (UK only).

```

10  " #####
20  " #####
30  " ### SIEGE! ###
40  " ## R.BORYNA ##
50  " #####
60  " #####
70  "
80  " #####
90  " ### INITIALISE ###
100 " #####
110 PCL=RAM
120 BINGO=0.000
130 GO SUB 100
140 GOTG=40
150 GR=0: H=1

160 RA=45:RM=40:RT=0
170 AL=3:PL=0:PW=0
180 RT=0
190 " #####
200 FOR I=1 TO 10
210 X=RM*(1-TIME)
220 NEXT
230 " #####
240 CL=0
250 BORY=0.2 TO 1.0 STEP 0.2
260 FOR X=4 TO 26
270 READA
280 IF A=0 THEN NEXTA,Y:GOTO 310
290 PRINT GR+Y,CHR$(128):
300 NEXTA,Y

310 PRINT GR+4,"> Richard":CHR$(128)+CHR$(128):"Boryna"
320 PRINT GR+45,"please":CHR$(128):"wait"
330 SCREEN=0,1
340 " #####
350 DATA 1,1,1,1,0,1,0,1,1,1,1,1,1,0,1,1,1,1,0,1
360 DATA 0,0,0,0,0,1,0,0,0,0,0,1,0,0,0,0,1,0,0,0,1
370 DATA 1,1,1,0,1,0,1,1,0,0,0,1,0,1,0,1,1,0,0,0,1
380 DATA 0,0,1,0,1,0,1,0,0,0,0,1,0,0,1,0,1,0,0,0,0
390 DATA 1,1,1,0,1,0,1,1,1,1,0,1,1,1,1,0,1,1,1,0,1
400 GO SUB 200
410 " #####
420 PROCE=0: PCL=0
430 A$="THE PROGRAMMER EMULATES THE TRAJECTORY OF THE BALL"
DRAM"BM4,120":GO SUB 100
440 A$="SIEGE BINGO (NE...THE BANGS ON THE":DRAM"BM4,20")
GO SUB 100
450 A$="THE PROGRAMMER WILL LET YOU CHANGE SEVERAL OF THE"
DRAM"BM4,30":GO SUB 100
460 A$="MAJOR WAR LABELS ARE SET IN THE TRAJECTORY OF THE"
DRAM"BM4,38":GO SUB 100
470 A$="ROCKETS THAT BE FIRED...":DRAM"BM4,46":GO SUB 100

```



```

490 AB="AL...RANDOMLYBARRELENGTH":DRAW"BX20,40":GOSUB1640
495 AB="RT...NUMBEROFBATCHETSTURNS":DRAW"BX20,40":
GOSUB1640
500 AB="RL...HEIGHTSOFCROCK":DRAW"BX20,74":GOSUB1640
510 AB="RL...RELEASEBANGLE":DRAW"BX20,84":GOSUB1640
520 AB="RTHEWATERTABLECANBEREALLYBUBBLYWATER,TEREDOWN":
DRAW"BX1,100":GOSUB1640
530 AB="THEPCOORDINATESOFTHECOMMANDWINDOW":DRAW"
BX4,100":GOSUB1640
540 AB="THEPCOORDINATESOFTHEBUBBLES...":DRAW"BX4,120":
GOSUB1640
550 AB="E...FIRE...SHOOTTHECROCK":DRAW"BX20,130":
GOSUB1640
560 AB="H...HELP":DRAW"BX20,150":GOSUB1640
570 AB="N...QUIT":DRAW"BX20,164":GOSUB1640
580 AB="NECESSARYKEYSTOCONTINUE":DRAW"BX20,190":
GOSUB1640
590 SCREEN1,0
400 IF (PCOOR="") THENGO:ELSE:RETURN
410 "
420 " ## DRAW MAIN SCREEN ##
430 "
440 PCOOR4,1:PCOL1:SCREEN1,0
450 LINE(112,52)-(128,60),PSET,B
460 LINE(16,52)-(128,52),PSET
470 LINE(16,20)-(112,60),PSET,B
480 GOSUB1640
490 AB="...CURRENTVALUES...":DRAW"BX14,8":GOSUB1640
500 AB="RELEASEBANGLE...RESETHITS":DRAW"BX14,30":
GOSUB1640
510 AB="ATCHETSTURNS...RESETHITS":DRAW"BX14,38":GOSUB1640
520 AB="BARRELENGTH...RESETHITS":DRAW"BX14,50":
GOSUB1640
530 AB="ROCKUPONT...RESETHITS":DRAW"BX14,64":
GOSUB1640
540 AB="PFWOTOFWEN...RESETHITS":DRAW"BX20,74":GOSUB1640
550 AB="PFWOTOFWEN...RESETHITS":DRAW"BX20,74":GOSUB1640
560 AB="M":DRAW"BX(0,192)":GOSUB1640
570 "
580 LINE(3,182)-(253,182),PSET
590 FORK=1TO315:STEP6
600 LINE(K*6,184)-(K*6,182),PSET
610 IF(K=4)/40=INT(1/3)-(1/40) THENK=STEP(K-4):GOTO
1/3-LEN(AB)67:GOTO60:DRAW"BX"=STEP(K-4):192:100:GOTO70:
LINE(K*6,184)-(K*6,182),PSET:NEXTK
620 LINE(243,192)-(243,182),PSET
630 AB="300":DRAW"BX236,191":GOSUB1640
640 GOSUB1330
650 F=0
660 GOSUB1330
670 GOSUB1340
680 "
690 "
700 "
710 IFAB="H" THEN GOSUB1340:GOTO650
720 IFAB="AL" OR AB="RM" OR AB="RT" OR AB="RA" THEN
GOSUB1430:GOTO650
730 IFAB="E" THEN GOSUB1710:GOTO640
740 IFAB="N" THEN LINE(0,53)-(128,62),PSET,B:
GOTO650
750 "
760 LINE(0,53)-(128,62),PSET,B

```

```

970 AB="COMMAND NOT RECOGNISED": SOUND, B; DRAM*END, 62): *I
980 GOTO END
990 FOR I=1 TO 1000
995 NEXT I
1000 P=0
1010 GOSUB 1545
1020 GOTO 990
1030 ' ##### CATAPULT #####
1040 LINE 139, 441 = (28, 32), PSET, LINE (28, 44) = (44, 42), PSET, BP
1050 AB="O": XL=INT (1/32+1/4-AL/16): XL, B: YL=(1/2-
1140-1/3-AL/32): YL
1060 DRAM*BH="STR$(XL)+", "+STR$(YL)+": GOSUB 1790
1070 LINE 181, 441 = (53, 24), PSET, BP
1080 RETURN
1090 ' #####
1100 ' ## DRAM FLIGHT PATH ##
1110 ' #####
1120 RS=3.142/360: SA=SGN(SD*DA): CA=(COS(RS*SA))^2: SS=
SDH(RS*SA*2): T=0: TA=TAN(RS*DA): DS=1/SGN(RS*SA)^2
1130 AF=2*RS*TA/360: Z1=U=DR(20000*RT/360+AF):
1140 WS=INT(U*2*SS/710): RP=LOG(RS)/4: SW=1: Y=1
1150 IF AC<0 THEN X=0
1160 RT=LOG(Y)/2/TA: X=X+RT
1170 Y=X*TA-(1/360)^2/(2*U*2*CA):
1180 PSET(X*0.5, 1/2-1/40-WS+10):
1190 PLAY" T255:O1:G-"
1200 ' ##### CHECK FOR HIT #####
1210 IF POINT(X*0.5, 1/2-1/40-WS+10)=0 THEN 1160
1220 ' ##### T's... #####
1230 IF POINT(X*0.5, 1/2-1/40-WS+10) AND X*0.5=
HS AND X*0.5<=HS+10 AND 1/2-1/40-WS+10>1/2 AND
1/2-1/40-WS+10<1/2 THEN GOSUB 2100
1240 ' ##### ON WALL #####
1250 IF POINT(X*0.5, 1/2-1/40-WS+10) AND X*0.5<=X*0.5-1
AND X*0.5<=X*0.5+1 THEN FOR I=1 TO 10: PLAY" T255:G2": NEXT I
GOTO 1310
1260 IF X<-(RS-RC)/0.5: Y=0 AND X>R/2 THEN 1300 ELSE 1160
1270 PL=INT(C*ST)+4: PH=INT(U*2*SS/22)
1280 IF X<R/2 THEN PH=INT(1)
1290 GOTO 1310
1300 PL=RS-4: PH=INT(W*2*SS/22)
1310 RETURN
1320 ' ##### DRAM WILLAGE #####
1330 HP=SD+RAD/20: FP=1/20-HP/1100
1340 LINE (X*0.5, 1/2)=1: (X*0.5, B)=2, 1/2-HP, PSET, BP
1350 HP=FS+20+END/40
1360 HH=INT(H*0.5)
1370 FOR I=0 TO 1
1380 HJ=INT(HP+1/20+1/40)
1390 DRAM*BH="STR$(HJ)+", 1/2): "+HJB
1400 NEXT I
1410 RETURN
1420 ' ##### CHARGE VALUE #####
1430 IF AA="RA" THEN RT=3: LINE (0, 53) = (100, 62), PSET, BP: AB=
"NEWBANGLE": DRAM*END, 62): *I GOSUB 1540
1440 IF AA="AL" THEN RT=3: LINE (XL+6, YL) = (XL+2, YL=40, PSET,
BP: LINE (0, 53) = (100, 62), PSET, BP: AA="NEWLENGT": DRAM
*END, 62): *I GOSUB 1540
1450 IF AA="RT" THEN RT=3: LINE (0, 53) = (100, 62), PSET, BP: AB=
"NEWNUMBER": DRAM*END, 62): *I GOSUB 1540
1460 IF AA="R" THEN RT=4: LINE (0, 53) = (100, 62), PSET, BP: AB=

```

```

WEIGHTIGHTS, DAA*WNO, 672, DOOR1040
1470 AAB="I(70,DOOR1)770
1480 ***CHECK VALUES***
1490 IF=1 AND VAL(AAB)15 OR VAL(AAB)160 THENROUND1,10
AAB="R(10701400 ELSE IF=1 THENA=VAL(AAB)
1500 IF=2ANDVAL(AAB)12 OR VAL(AAB)130 THENROUND1,10:AAB=
"AL(10001040 ELSE IF=2 THENA=VAL(AAB)
1510 IF=3ANDVAL(AAB)12 OR VAL(AAB)130 THENROUND1,10:AAB=
"RT(10701400 ELSE IF=3 THENRT=VAL(AAB)
1520 IF=4ANDVAL(AAB)120 OR VAL(AAB)1300 THENROUND1,10
AAB="RM(10001040 ELSE IF=4 THENA=VAL(AAB)
1530 RETURN
1540 ' ***** OLD VALUES*****
1550 LINE100,175-177,44,RESET,IF
1560 LINE175,171-177,35,RESET,IF
1570 ' ***** NEW VALUES*****
1580 AAB=STR$(RALL)=LEN(RAB):AB=RIGHT$(RAB,LL-1):DRAW
"RM15,20":DOOR1770
1590 RT=STR$(RT):LL=LEN(RT):AB=RIGHT$(RT,LL-1):DRAW
"RM21,20":DOOR1770
1600 AL=STR$(AL):LL=LEN(AL):AB=RIGHT$(AL,LL-1):DRAW
"RM21,30":DOOR1770
1610 RM=STR$(RM):LL=LEN(RM):AB=RIGHT$(RM,LL-1):DRAW
"RM15,44":DOOR1770
1620 PL=STR$(PL):LL=LEN(PL):AB=RIGHT$(PL,LL-1):DRAW
"RM70,0":DOOR1770
1630 RH=STR$(RH):LL=LEN(PL):AB=RIGHT$(PH,LL-1):DRAW
"RM70,171":DOOR1770
1640 ' *****BIT DOCK****
1650 XL=INT(172+175-AL)60+0.811YL=INT(192+160+175-AL)
62171
1660 AB="D":DRAW"RM"STR$(XL)+", "STR$(YL)+":":DOOR1770
1670 RETURN
1680 ' **********
1690 ' 80 BIT VILLAGE NAME 44
1700 ' **********
1710 LINE60,601-120,621,RESET,IF
1720 AB="*****AFTER TOWARD THE NEW CLASH POWERSTORFND":DRAW
"RM0,621":DOOR1070
1730 AAB=INSTR
1740 IF AAB="A" THENRETURN ELSEIF AAB="E" THEN"30
1750 CLS
1760 END
1770 ' *****RES TEXT*****
1780 ' *****NUMBER*****
1790 FORI=1 TO LEN(AAB)
1800 A1=RIGHT$(AAB,I,1)
1810 IF A1=" " THEN NEXT
1820 I1=ASC(A1)-17
1830 DRAW"RM"3,601+I161111
1840 NEXT
1850 RETURN
1860 ' *****PTOR*****
1870 FORI=1 TO LEN(AAB)
1880 A1=RIGHT$(AAB,I,1)
1890 IF A1="R" THEN IF=1 PT="REALM": THEN I1=2 ELSE I1=
ASC(A1)-10
1900 DRAW"RM"3,601+I161111

```

```

1910 NEXT
1920 RETURN
1930 ' ++++++
1940 ' + INPUT #
1950 ' ++++++
1960 A$=""
1970 LINE 10, 620-119, 531, PRESSET, 80
1980 A$=COMMAND... 81: DRAW END, 621": GOSUB 1960
1990 B$=INKEY$ IF B$="" THEN 1990
2000 B=ASC(B$)
2010 IF B=13 AND LEN(A$)=3 OR A$="H" OR A$="F" OR A$=
"8": THEN 2120
2020 IF B=13 THEN 2120
2030 IF B=8 AND A$="" THEN 1990
2040 IF B=8 THEN A$=LEFT$(A$, LEN(A$)-1). A$=A$+LINE-107, 531
, PRESSET, 81: DRAW END, 621": IF (A$="A" OR A$="T") AND A$="
" THEN GOSUB 1970 ELSE IF A$="8" AND A$="" THEN GOSUB 1960:
GOTO 1990 ELSE GOTO 1990
2050 IF LEN(A$)=2 THEN 1990
2060 IF B=8 THEN IF B=8 OR B=90 THEN 1990
2070 IF B=1 THEN IF B=8 OR B=90 THEN 1990
2080 IF B=2 THEN IF B=78 OR B=89 THEN 2100 ELSE 1990
2090 IF B=3 THEN IF B=65 OR B=74 AND B="101+401" THEN 2100
ELSE 1990
2100 IF B="0" AND B="7" THEN A$=B: GOSUB 1970 ELSE IF B="
" AND B="7" THEN A$=B: GOSUB 1960 ELSE GOTO 1, 2
2110 A$=A$+B: GOTO 1990
2120 RETURN
2130 ' #####
2140 PMODE4, 5: SCREEN1, 0
2150 IF INKEY$="" THEN 2150
2160 PMODE4, 1: SCREEN1, 0
2170 RETURN
2180 A$="... ADDRESS HIT...": LINE 10, 530-119, 621, PRESSET,
81: DRAW END, 621": GOSUB 1960
2190 FOR I=1 TO 50
2200 K=88: I=2
2210 PLAY" T1001011" *STR$(K)
2220 NEXT I
2230 PLAY" T10012010014001201001140011400114001140012
00140000"
2240 LINE 10, 530-119, 621, PRESSET, 81

```

2250 A\$="PRESS AGAIN TO CONTINUE": DRAW END, 621": GOSUB 1960	2410 DATA MZLUR3000
2260 IF INKEY\$="" THEN 2260	2420 DATA MZLUR3010000
2270 GOTO 440	2430 DATA MZLUR3020000
2280 ' #####	2440 DATA MZLUR3030000
2290 FOR I=1 TO 50	2450 DATA MZLUR3040000
2300 READ CH\$(I)	2460 DATA MZLUR3050000
2310 NEXT	2470 DATA MZLUR3060000
2320 READ HT\$(I)	2480 DATA MZLUR3070000
2330 RETURN	2490 DATA MZLUR3080000
2340 ' #####	2500 DATA MZLUR3090000
2350 DATA BR3	2510 DATA MZLUR3100000
2360 ' #####	2520 DATA MZLUR3110000
2370 DATA MZLUR3120000	2530 DATA MZLUR3130000
2380 ' #####	2540 DATA MZLUR3140000
2390 DATA MZLUR3150000	2550 DATA MZLUR3160000
2400 DATA MZLUR3170000	2560 DATA MZLUR3180000

[illegible]

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¹ *Journal of Management Education*, 2000, 24(1), 10-12.

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11. *Journal of the American Medical Association*, 277, 1996, 1033-1034.

M. J. J. J.

Adventure Contact

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(continued)

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The *Choroma* did not even need his back-pager muscles.

Recommendations

COMMUNICATIONS

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Abstract

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Write: ADVENTURE

Pete Gerrard goes in search of a role in life

THE insightful and adventure scenario of the Colossal Cave variety has been with us for some time while new and less speckled endless variations on a theme have, if not all, of the standard adventure games currently available are more than a few good suggestions that very generously C-mather and Necula. That is a very original played on a machine rather than a home computer that it was Scott Adams who really deserves the credit for producing adventure games on (initially) computers with only MSX or Atari in mind. Jack followed Colossal Cave. Infocom was born and even if you don't like Scott Adams' adventures at least you have to honour him as having got the whole thing going.

Over the years a few changes have been made to the standard adventure setting without noticeably departing from the main format. There is a switching of a quasi-involvement communication with the controlling computer as to a 'game' at varying degrees of intelligence, and although graphics played no part in the original game some companies (and seemingly ALL distributors) insist that a game these days does indeed come supplied with graphics. We've argued the point often enough in the past not to bother with it again.

Or Thorins

In the last couple of years, though, some major solutions have been made without altering the setting to any great degree. The principal difference is the emergence of what some companies refer to as 'plot'. These are characters who follow the hero (a 'plot' around) and behave in an initially intelligent manner. Some do add greatly to the fun and humour of the game, others seem to be there because other games also feature them. Sometimes they are necessary for the solving of the quest and must be told to do a variety of things, others just wander around, occasionally getting in the way and coming out with a few wisecracks.

The second major change was to introduce an element of role playing, at the Dungeons and Dragons variety. This is an interesting cyclical point, because Colossal Cave was originally designed from a desire to play Dungeons and Dragons on a computer without the tedium of all the hand drawn maps that has to be done to look after what could be a standard D and D game. To replace the traditional Dungeons-and-Drags variety, the man or woman who guides operations and relay to the human players information about their surroundings, strength, opponents who are waiting to fight them, and so on.

A brief foray into the so-called 'arcade adventure' can be seen or lost character-

ed as having nothing to do with classical adventure games. They are a lot more to do with role playing, which is not to deny the fun that can be had from playing them. I just wish they'd called them something else. No, the real adventure progress has been from Colossal Cave to the heights of Infocom, the addition of plot and the re-introduction of role playing as a major part of the game.

Two main roles

This role playing aspect carries many forms and it is those that we shall be considering in the rest of the article. Generally speaking, there are two main types of role playing game, either as for an adventure game. There can either be one player whose

given to the attributes vary slightly.

Nevertheless, strength is usually one of them. A person's strength is obviously a given argument in determining whether or not various problems can be solved. These attributes are often rated as a scale of 1 to 6 or worked out as a percentage with the higher number indicating on this scale the greater strength. A strong player might be able to lift a heavy object that would be beyond the power of a weaker one, or two or more players may combine forces and lift the object. As with all these attributes, they may change as the game progresses. If the player goes a long time without food or water, for instance, then the strength would undoubtedly decrease. On the other hand, a heavy meal would soon send it soaring again.

Another common attribute is nearly always stamina. This governs a player's ability to carry on when all around him are sleeping like him. He would be able to persevere for greater lengths of time without food and water, he would be able to engage in combat for longer if he has a player of lower stamina. He would be able to make greater journeys and suffer less fatigue induced on the way. He is used to see me repeatedly typing, 'heave', I have no wish to insult Helen 'Therapist' Armstrong, for example.

A third attribute that is usually seen in one form or another is dexterity. This covers many things. A dexterous player would be able to spot an exit with ease whereas a clumsy one would trip over a mislaid rock and fall headfirst into a trap. Similarly a dexterous person would be able to be equipped in far more ways than a clumsy one. A clumsy person would make mistakes.

Also in there, and considered as one of the most important statistics of all, is intelligence. This can be used to solve problems with any or all of the other attributes. An intelligent person may think of a misleading trap as a concealed alarm, but lack of dexterity might prevent him from doing so. A clumsy person with high stamina would push on for miles and make an intelligent one with low stamina might look for something to eat. Thus, quite interesting use of attributes and great interest in games of this genre.

Courage in fashion

The other two of the six seem to vary from game to game, although courage is often to be found in some sort of fashion. A player of great courage would think nothing of attacking game monsters on a mislaid rock, but a cowardly one would probably run a mile if he had the chance.

The final one of these six is a slightly up-



attributes change according to the progress made or more usually the luck of it and this is more in line with traditional adventure playing, a single player, alone or with friends, going battle against the problems set before him. Or, and this type seems to be increasing greatly in popularity at the moment, the player actually takes no part in the game at all, but it is instead things change if four or more characters whose actions he has to control in order to get them to solve the mission set before them. We shall be looking at both types.

Before looking at the differences, let's take a glance at the similarities. First amongst these is that each person in the game, whether alone or in a group, comes equipped with a set of attributes which to a greater or lesser extent govern that person's performance. These are usually, if not always, the original Dungeons and Dragons format where the attributes were assigned to each member of the game. However, times change, and although they may still be based on the original Dungeons and

in the individual, and as one example we could have a mage attribute the ability to cast magic spells. Wizards and magicians working their way up the spell ladder would start off with relatively low magic attribute (perhaps just the ability to cast a few spells, or something) and gradually go up rung by rung as they gained more experience. (Of course, level is often an attribute but I'll stick to magic.)

So you might think why not just start off your game with either the individual character or the entire group having maximum values for each attribute? Ah, like it is somewhat easy. The numbers 1 to 6 are used because attribute values were sometimes determined by the throw of a die. The average number on each die face is 3.5, 3.5 times 6 gives us 21, and so one popular rule is that no player may start a game with a total attribute value greater than 21. Sometimes the program decides randomly, sometimes the player is allowed to choose, and in our small example using

it is left up to the player to name each character and then set the attribute values.

In this example just two players were used.



It would easily be a party of four or just one on his own. By going somewhere in the middle you should be able to see what I'm on about.

The data statements at the end, in lines 1000 and 1010, contain the names of our chosen attributes. The entry for holding these and the attribute values, is demonstrated in line 40 and the values read in by line 60. The characters are stored names in lines 80 to 100 and after some information is lines 110 to 140 the actual attribute values are input by the players in lines 150 to 200 and checked in lines 200 to 260. Provided that all is well we reach a successful conclusion in line 270 and then the data could all be fed in any on tape ready to start the game proper.

Like playing games or RPGs are a fascinating development on the traditional adventure game. There are a number of dedicated magazines available on the topic, and it is one that we shall be returning to next month.



By the time you read this, the wretched postal delays will (hopefully) have been completely resolved. However, at the time of writing it is still very much wrong so, good boxes are sent off everywhere, and only the occasional bill getting delivered. This is clearing, not least of the many reasons being that next door's dog has now failed to eat a postman for several weeks, and is looking increasingly like it is turning its attention towards Dragon User contributors. If anyone living in the area is or around Wigan please a bearded chap with shoulder length hair, glasses, wearing a denim jacket and scarred denim jeans, hobbling painfully and with blood dripping from an open wound while carrying a gilly bag, bearing the name Helen Armstrong, you'll know it is me.

Golden oldies

So, in the absence of any postal contributions I've decided to look back over all the queries that have flooded in over the years to the Adventure Trail and reflect on a golden dozen or so older games. If you've noticed them all then you either wrote the letters or you were a Nec who deserves to have thisy like the good come round and

beat you up.

The first that I have, both my own and those inherited from my brother Mike, go back to 1980 and beyond. The first thing I



found, though, was dated 20 Feb 1980 and was connected with the original Colossal Cave adventure. Attached to the letter was an unbelievable map, showing an

unknown land. Several misapprehensions could have been in action, but presumably was attached because it also contains the solution to the game, which is the point where most people appear to get stuck. When you arrive at the end game after completing a certain percentage of the game and discovering all the treasures, you are in a repository with a NE corner and a SW one. To our steadily increase the game you must stand all the way to the NE corner. The command is to use SAY "BLAST!" which is not a rule word but an instruction to deliberate misapprehension. If you're carrying the key with the star you'll be killed in the explosion. If you're at the NE corner then you'll be killed by law, but if you're at the SW corner a bunch of cheating elves will descend and carry you off to triumph. Isn't that nice?

Five clues

Anyone remember Operation Salsburg? The five clue game that was part 1, the code is unlikely for some (patently). Forty made one to decipher that, in part 1, you are looking for five agents, and the following five clues are supplied free of charge.

anyone still searching. 1) You will find one where a seasonal lake comes from. 2) Another may be at the site of a University boat house. 3) Another could be at a horse race meeting. 4) One more would possibly be a United Nations meeting. 5) Lastly, one might be at a hotel of San Francisco. Guess the answer was none.

Hints of ice

Somewhere called Denver/Delany I wrote-in at Memphis at the time and may well still do so as it seemed to be doing me really well on the Los Angeles Times. The following is how we did over 401 to get past the last you must give him the money by five in the past five 2) Then the stock he was holding and go about 3) To get past the answer in the past 4 type POINT STRICK 4) Take point point the case 5) When you see the small plant you find him the value in return for a casual 6) When you see the position rug type SHI MUG 7) In the many you will see some type finally Type PULL HEAD and a second will appear 8) The book has a presentation in the garden lake is a red having. The real one is in above take this and you have completed the task. CDR. Institute of medicine.

Let's go back further to the heavy days of Atariware software selling copies of games. *Wings of War* was a popular one, and it's a shame you now need a home you

Lost in space

difficultly, gets the commandant and says "Well, turn the prisoners over to the fire-place to find a way to escape by. And the officer's head with the head was taken is key to start the war. Look at the flowers on your brooches to find the cards, and you will be continuing by using this smooth and a sense of adventure."



Low in Spanish was another golden rule, and it always felt like those you mustn't argue and follow the rules. 'Spanishness' when you find it. You find the blacked-out meaning for white skin and the word machine and calling the place then you need the blue line of red of the show will

the blue panel in order to open it. The blue disc is to be found inside the security box which you will find behind the red panel. The password is, of course, Preston. Move the black disc in front of the door to the bridge to open it. Finally, as for the ship, press the button behind the blue panel to start the engines, go to the ship's helm and press the invisible button – and hey! you are away you go.

[illegible]

The *Franklin's Jug* was an adventure drama based on Kenneth's experience. Ann Hall,



were. This one saw us delving into the mighty multi-part all-in-one, and encountering such characters as Ectophas (Three States at one time), Muses (Pining for Dance and you'll soon get paid there), Chances (Three Muses) and so on. Amazing the number of adventures that allow you to display infinite characters powers. Here you can quite literally slay dragons too! You can even kill a Sargasso if you're watching your friend showing your strength, and winning your lucky second! And an unimagined collection of

What next? Ah, January 1983 and tomorrow from Country telling us all about the Governors of Doors. Use the key found near the station to open the tool chest. Examine the engraving and in the words are all you need to get swimming. Look under boat behind water tell if you want to move the raft over deep water. Shoot the large bear and the contents out. Use the tools hammer nails into beams and rope to build the raft. Use the corkboard to

Examine the wall of the small room. Observe for explosive and D, M, P, M, R, M, M.

This same chap tells us that in the Mountains of K'ai pour oil on the ramp to avoid the dragon, and to pass the wall in most countries you must Cross Ward, and



Key Point² is the *Mission of Deen* you should wash the mangroose with the open cage, drop the mangroose by the water, you can feel much he handle the dictionary greatest alphabet and spreadsheet and drop it in your seat. Section you know, John

When we do actually get some good delivered? Winsoroff's flavor of the Ring is always a popular one. Secretive but winsoroff, they give me a solution and then it will not to publish it. All it can really imply for you here, to see the Great Level of 10 before you can complete the game. He's just been something. The Special Edition can be used on the existing version to get the smallest. Winsoroff what you, take something, would be with some, something.

Old and new

Mendocino (which on looking at their strange interior, I thought for one moment, was Mendocino) produced *Undergrowth* from 1986. How do you spend the day doing? Exploring the garden? Central aspect? What helps in the apartment? Talk to her and explore the interior. How do you escape from the box at the end of the day? Find something to stop into the pit. That's how. How do you leave the underground valley? Search inside the hole and then try and bridge the canyon. Mary really does it all the time in Illinois.

Well I hit a your 12-adventures covered, a mighty spelling checker and word counter into me that I'm just about reached my monthly limit of 1,500 words. I hope all of the above might persuade some of you to bow the dust of his older adventures that you've neglected for the past months on mornings and have another crack at them if you never dipped them. Especially the novel dispute-reissues if you and we can get back to something approaching normality next time around. Well, enjoy yourselves and see you soon. I'll be back later.

What's a word worth?

With or without a computer, the words count us your score.

OVER the past few years the Christmas issue of *Oregon Observer* has featured a computer game or puzzle on the competition page. This year was no exception, with an updated electronic version of an old pencil and paper game called *Greenwords*. It is also known by the alternative name

Wordworth: I will first describe the rules of the original game and then outline the modifications to create the computerized version that will be more difficult.

To play with player draws a 100g note paper. The first player pulls out a letter of the original which is then denied by all other players. In this manner all players pick out a letter of the original that they choose. The players take it in turn to call a letter, and play proceeds until the girls are left. The object is to enter the letters in order to make as many words as possible reading across the line and down both ways from north to south.

new who receive the highest total. After
natively a series of games can be played,
the object being to force a cumulative total
of over a specified amount (say 500) if a
score is more than once in the grid a

below additional points. In the example given, the word *art* is found twice, and so will count as total of 4.

The computer version can be played by two or more players, each using the same

[illegible]

Abstract *Background:* The purpose of this study was to determine the prevalence of self-reported depression among a sample of young adults in the United States. *Methods:* Data were obtained from the National Longitudinal Study of Adolescent Health, a nationally representative sample of adolescents and young adults. The prevalence of self-reported depression was determined by examining responses to a self-report questionnaire. *Results:* The prevalence of self-reported depression was 10.3% among the sample. The prevalence was higher among females than males (12.1% vs. 8.5%, respectively). The prevalence was higher among those who were currently attending school than those who were not (11.5% vs. 7.1%, respectively). The prevalence was higher among those who were currently employed than those who were not (11.5% vs. 7.1%, respectively). The prevalence was higher among those who were currently married than those who were not (11.5% vs. 7.1%, respectively). *Conclusions:* The prevalence of self-reported depression among a sample of young adults in the United States was 10.3%. The prevalence was higher among females than males, among those who were currently attending school than those who were not, among those who were currently employed than those who were not, and among those who were currently married than those who were not.

The words must be of five or more letters and carry scores as many points as their one letter is in the word. *A* alone is worth one point for one-letter words. Three-letter words are points. A typical computered grid might be like the one shown. The selected row contains the words *are*, *ring*, and *margin*, and it would score a total of 12 points. The selected column would score 14 with *a*, *o*, *u*, *g*, *o*, *u*, *g*, *o*, *u*, *g*, *o*, *u*, *g*, *o*, *u*, *g*. Plurals and proper nouns are not allowed (so no scores for *fish* on the bottom row). The five rows and five columns are then added up to find the total score. The winner is usually taken as the

File

LET this be a warning against efficiency. I typed out this month's Computerized Accounting days ago. Today I find I've typed the Arithmetic, but a Winners and Losers which didn't exist, and Negation when the Computer does it.

Let's pull ourselves together, computer, and recall: the past is concerned the game of "Greenwords" or for those who can't properly pronounce it properly: "Worwords."

With a fine eye for decorum and detail, since this month's comp is about words and design, I require a computer review for you: ten copies of the new computer accounting package from New Line Publications, *Accounting Plus* by Michael McDermough. *Wash Design* (for a review as soon as the program is released).

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

WHEN you have finished reading, turn left to right, right to left, down and up and make sure it has been read through twice.

Join your score and your workings and send them to us at the usual place in an envelope marked **DECEMBER COMPETITION**. Give it to: **Steve**

New for the fall season: Using your skill and judgement, think of an eye-catching slogan for the campaign to promote the real national Oregon shoe-shine go-out and try it on your friends and see if it gets them peeling off the West Coast shoe shine.

September winners

A high proportion of right answers on that comp. a couple of silly clingers and one chap who got lost in the grammar somewhere, but otherwise most people identified (by various means) the 'traps' as 21-4000. Winners of free tickets to the Colston Computer Convention in Weston-super-Mare.

Fred Wilson of Warfield, Ohio, has brought to Nelson (Don Robinson) of Epworth Street Orchard at Warfield, Terry Forest of Warfield, O. J. Ross of War-

Blackhorough: Paul Wharton of Wymon; under-Cops: Ted Newman of Addlestone, Eric Morris of Luton and S.A. Holroyd of Clonsilla.

Frank Williams actually did what we thought some would claim and wrote a poem with blood.

Nice to hear! I sleep undisturbed
 by laptop, mouse and internet
 blissfully (perhaps) unaware
 that the (ex-)hugbowl died
 Colors of spirit: blue and red
 Differences now in glasses, enjoyment
 shared
 A beautiful life, pleasure increased

We tell Fred writes for *New Statesman*.
Hearts to our heartless D.J. Quay's *FAST
BREAK*. Find A Super Federal Request
ment Quay's Antagonist's Companion. We tell
D.J. Quay's *Hearts*.

Solution

[illegible]

